

2003 Summer Camp



Leaders Guide

ADDRESS AND TELEPHONE INFORMATION

The Chicago Area Council Camping Department, located at the Chicago Area Council Office, will handle questions concerning reservations and payments.

CAC Camping Department
1218 West Adams St.
Chicago, IL 60607

Or you may contact the Director of Camping by calling:

CAC Camping Department.....312-421-8800
Camping Department Faxline.....312-421-4725
E-mail.....Steve_Adams@chicagobsa.org

All Scouts like to receive mail while at Owasippe. Please inform your Scouts and their parents concerning your Troop's summer address.

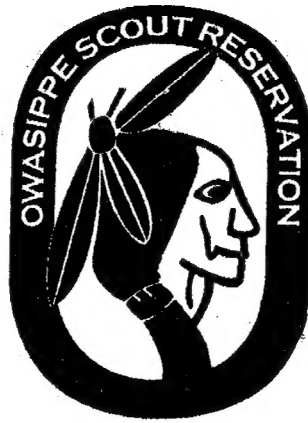
Your Scout's Name, Troop Number
Name of Section Camp (e.g., Blackhawk, Wolverine, Carlen, Crown)
Site Number
Owasippe Scout Reservation
PO Box 152
Whitehall, MI 49461-0152

In the event of an emergency during the camping season, you may call one of the following numbers. Please be prepared to give the Name, Troop Number and Section Camp of the person you are trying to contact.

Owasippe Phone.....1-231-894-4061
Owasippe Faxline.....1-231-893-6531

****Remember, Owasippe's time is one hour LATER than Chicago's time.**





Dear Scouters,

Welcome to Owasippe, the very oldest Scout camp in the United States. Since 1911 the many camps, which have flourished under the Owasippe banner, have strived to bring to you and your troops the very best that the Scouting program has to offer. I am both pleased and honored, as I know you will be, to continue this great Scouting tradition with the 2003, 92nd Anniversary, Summer Camp experience.

Whether you have a new troop with younger Scouts or a well-established troop full of older Scouts, Owasippe has innovative programs designed to challenge every skill level. From Adventure Patrol, our 1st year camper program, through to the Crown High Adventure Base, the ultimate camping experience, Scouts have the opportunity to explore interests and learn new skills, which otherwise may never be afforded them.

As a Unit Leader, the responsibility of guiding a Scout, both younger and older, through the complexities of summer camp planning, can be difficult, therefore, we offer you this manual as an aid in assuring that every Scout who enters Owasippes' captivating forest is equipped with the knowledge necessary to make their stay at camp, the experience of a lifetime.

Owasippe is comprised of 4766 acres of majestic forest. We offer adventures on the White River, horseback riding, sailing, C.O.P.E., the opportunity to sleep onboard the USS Silversides submarine as well as a variety of other programs, all of which you can find on the following pages. These programs are all designed to uplift the Scouting spirit through camaraderie, teamwork, fun, and individual challenge.

Each of the camps that comprise Owasippe has a unique history and tradition that will become a part of your Scouts' background. The Camp Song and Cheer, learning to canoe or swim, developing a respect for the outdoors, holding a rifle for the first time using safe handling techniques, taking on leadership roles and responsibility within the troop, will all become not only memories of a camp but, skills and attitudes that extend far beyond one summer.

Please take the time to share with your Scouts all of the fascinating opportunities which await them at Owasippe. If you would like, contact the Camping Department and we will be happy to join one of your Scout meetings in the Chicago area to discuss camp!

On behalf of the entire 2003 Owasippe Staff: Thank you for joining us! We look forward to seeing you on the first day of camp!

Yours in Scouting,

Bill Van Berschot
Owasippe Reservation Director

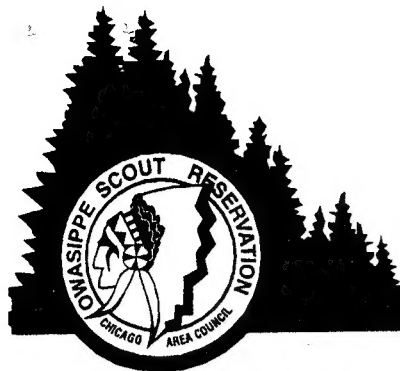


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Introduction

Welcome to Owasippe

OWASIPPE is America's oldest Scout camp, in continuous operation since 1911. It is located 7 miles east of Whitehall, Michigan, about four hours from Chicago.

OWASIPPE consists of 4766 acres of rolling hills, towering forests, crystal lakes, and clear streams in the heart of Michigan's water wonderland. Surrounded in part by the Manistee National Forest, several thousand additional acres are available for hiking and many other Scout activities.

OWASIPPE is filled with a certain magic of the great outdoors of Michigan where the air and water are still pure and where the sunlight dances off the lakes and filters through fluttering leaves. It is a place where the fragrance of the forest delights the senses in harmony with the reflections of a glowing campfire and where the calls of wildlife serenade the night and beckon the new day. It is a land where mysteries of the Indian and the legend of Scouting's past spark the imagination of every Scout. It is a magic that refreshes both the body and spirit.

OWASIPPE offers the magical adventure of Scouting. Scout Leaders know that summer camp provides the greatest opportunity to help boys grow and thus achieve Scouting's aims. It offers a magic that can only be found in the fellowship of other Scouts facing the challenge of the Advancement trail and the test of Scout Leadership.

OWASIPPE is owned and operated by the Chicago Area Council, Boy Scouts of America as the long term summer camp for the Scouts of the Chicago Area Council. Scouts from other Councils throughout the nation as well as from foreign countries are welcome.

OWASIPPE offers a variety of camping plans for your Unit. Choose the plan of camping that best meets the needs of your Scouts. Camping plans are designed to handle the program needs of your experienced and beginning Troops.



The Remarkable Vigil of Chief Owasippe

There are many legends regarding the lands, rivers and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp. Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

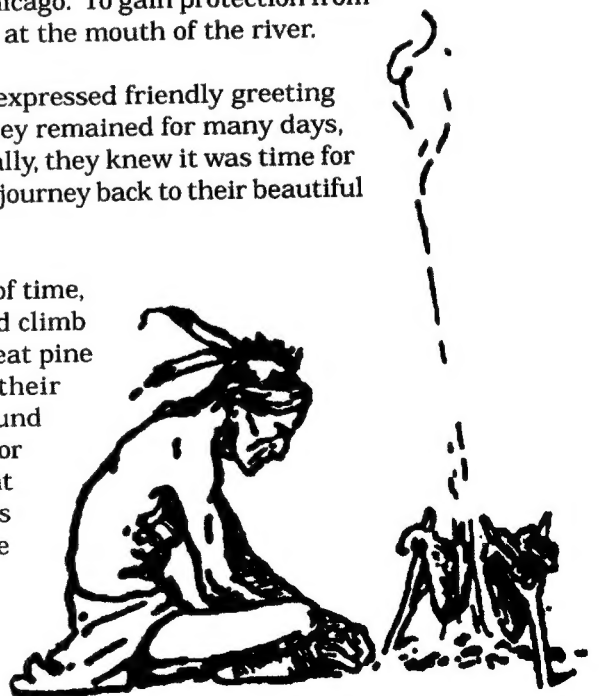
Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear. Nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people



Owasippe's Vigil cont.

found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels. They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of Chicago Area Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those spirits have been known to answer when called.





THE OWASIPPE HYMN

*All the wealth of Earth and Heaven,
Bless thy woods and dales.
Over all thy lakes and forests
Happy youth prevails.*

*So, may Scouting's bond of friendship
Seal our loyalty.
To the camps so dear to memory,
Hail Owasippe!*



To parents

Some Reasons Why a Period at Owasippe Will Pay Dividends to Your Son

Because superficial city life often kills the best that is in a boy. In camp, he can taste once again the simple life of his sturdy forefathers.

Because it will provide some wholesome change—new scenery—new things to do and think about—new faces, friends, experiences, obligations, and activities.

Because camping undoubtedly sends the boy back to school keener mentally, stronger physically, socially, and morally.

Because a boy has in his blood the “wanderlust”, a compelling instinct. Organized camping is a safe outlet.

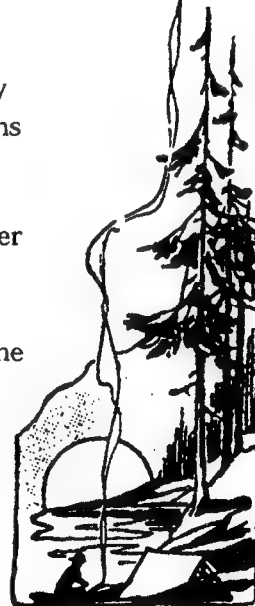
Because it will give first hand contact with nature, birds and butterflies; flowers and trees; streams and hills; and the animals of the woods. All of these experiences help to teach the life story.

Because he will have ample opportunity to sit by the flower that “blossoms by night”, the campfire. Here in quiet, with mind eager and receptive, the great lessons are impressed.

Because it will be a chance to freely mingle and form acquaintances with other boys and men of good character and high ideals.

Because the boy finds that in his association with the delicate wild flowers, the solitude of the woods, the companionship of the birds, and the miracle of the stars, he is in close contact with God. He cannot help but feel a greater responsibility to his Creator. The boy who goes camping finds Him everywhere.

Because the most powerful stimulation, the strongest reactions, are the result of quiet, unhurried thought and convictions.



Thousands of Parents who know, Subscribe to the Above

(Reprinted from the 1926 Camp Leader's Guide)



The Owasippe Scout Camps

THE OWASIPPE SCOUT CAMPS

The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Each section camp has an experienced program staff, available to assist Scouts and Leaders in planning a meaningful outdoor program. Each section camp has an administration lodge, a boating and canoeing area, a shooting and archery area, a Scoutcraft area, an ecology /conservation area, a crafts center, and an aquatics area. **THE SAME PROGRAM OPPORTUNITIES ARE PROVIDED FOR EACH OF OUR SCOUT CAMPS.**

CAMP BLACKHAWK

Situated on lovely Big Blue Lake, Camp Blackhawk offers opportunities for sailing and lake activities. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs. Camp Blackhawk is home to the Fossett Sailing Base.

CAMP WOLVERINE

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops feed "family style" in their sites from unique hot packs, delivered three times daily. Scouts launch boats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool. Camp Wolverine hosts the Discover Owasippe Fishing Outpost.

MANISTEE QUEST

The Manistee Quest program offers two distinctive treks for older Scouts and Leaders. Scouts may experience the rugged challenge of a five-day backpacking trek, the scenic beauty of a three-day backpacking trek and two-day canoe trip. The program meets a special set of National Standards for a High Adventure Camp.

REGISTRATION INFORMATION

CAMPERSHIPS

It is the intent of the Chicago Area Council that NO registered youth within the Council be deprived of a camp experience because of financial need. Any such youth registered in the Chicago Area Council, with the request of his parents or guardians and the Unit Leader, is eligible. There are no other requirements.

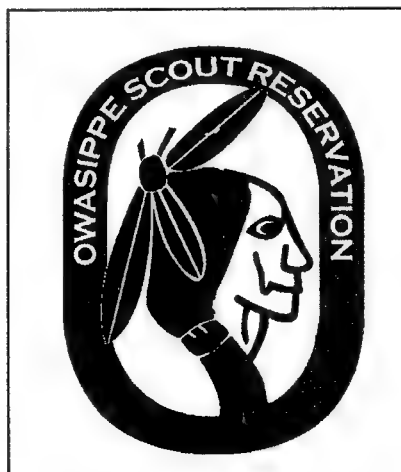
The maximum campership is not more than 50% of the camper's fee for ONE week.

Scouts seeking assistance are encouraged to submit a campership application to the Chicago Area Council. Applications are available from the Council Camping Center, 1218 West Adams, Chicago, IL 60607. All applications must be completed and postmarked on or before the deadline of April 1st.

TRANSPORTATION TO OWASIPPE

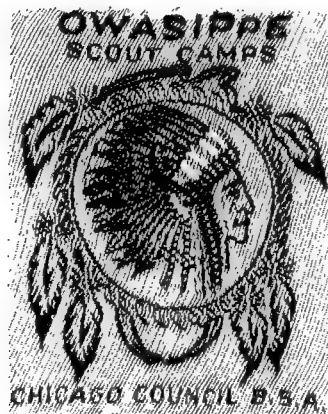
Check-in Times: Troops journeying to Owasippe by private vehicles should plan to arrive on or shortly after noon, when Ad Center check-in begins. Owasippe is on Eastern Standard Time. Troops should plan to arrive at noon. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. For directions to Owasippe, see the map on the back cover of this manual.

Checkout Times: Troops will checkout from Owasippe at 9 a.m.



2 Week Stays at Owasippe

- Take up to twelve days to complete your merit badge requirements rather than four and a half days. Find time to complete those shooting sports merit badges, for example, which only one boy in four now completes in a week.
- Pursue time-intensive programs. Complete the prestigious Scout Lifeguard program, for instance, which requires more than thirty hours of effort.
- Participate in more than one outpost program without seriously interrupting your advancement activities. Find time for that afternoon canoe trip and still complete Project COPE.
- See the wonders of Owasippe. Make a pilgrimage to Owasippe's grave, hike to the quaking bog, journey to the tar pits, or visit Paradise Valley, places rarely seen by one-week Troops.
- Develop closer relationships with the staff. Get to know your camp counselors by name and they'll get to know you as well.
- Enjoy more time to work together in Patrols and become part of a more unified Troop. Find time to build and plan those evening campfires and learn the songs and skits that make them succeed.
- Enjoy middle-weekend adventures. These programs begin after breakfast on Saturday and may extend through lunch on Sunday. Canoe the White River, setting in at Taylor Bridge and spending the night at beautiful Pines Point State Park, where the tubing is terrific. Float into Cisco Rollaway on Sunday. Or grab your pack and hike to the ultimate swimming hole. Fish and swim in the legendary Bass Lake. Or spend a full day at COPE and see it like you've never seen it before. Troops are encouraged to provide their own overnight camping equipment.





Camp Services

E. URNER GOODMAN SCOUT MUSEUM

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's 91 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a unit photograph with a roster of campers to our yearly photo album.

OWASIPPE TRADING POSTS

A Trading Post is located in each camp with the Main Trading Post located at the Administration Center complex. Section Camp Trading Posts offer souvenir items, handicraft supplies, Scout literature, post cards, stationery, stamps and refreshments. Owasippe T-shirts, patches, and awards are available at the Main Trading Post. Times of operation are posted at each location.

RELIGIOUS SERVICES

Religious services are offered each week for campers in one of our camp chapels. The schedule of these services is posted in each camp. Leaders are encouraged to attend chapel services with their Troops. In addition to weekly chapel services, interfaith vesper services are offered during the week either in the camp's chapel or in your campsite upon request. Chaplains are also available to work with Scouts on the Religious Award Program and the Owasippe Chapel's Program. In addition, our chaplains are always available for counseling and guidance.

HEALTH LODGE

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications. A doctor is on-call at all times to handle emergencies. If advanced emergency services are required, campers will be taken to a local hospital. Emergency room service is available on a 24-hour basis.

All registered Chicago Area Council Scouts and Scouters are covered by accident insurance. This is a secondary insurance based on the injured person's personal insurance. Non-Chicago Area Council Scouts and Scouters ARE NOT covered by this policy. For more information, contact the Chicago Area Council, 312-421-8800.

CAMP RENEKER

For more than three decades, Camp Reneker has provided quality camping experiences to families at a very modest cost. Nestled in the center of Owasippe, Reneker provides outdoor programs for the wives and children of Scouting families.

In aquatics, Reneker offers a full program. Under the guidance of certified lifeguards and swim instructors, children of all ages as well as adults may participate in our swimming lessons and afternoon and evening recreational swims. Our facility includes a large swimming pool with a staircase entry and a wading pool.

Adults and children may demonstrate their creativity in a wide variety of crafts. Whether designing a centerpiece for a family table or capturing the majesty of the woods in a nature project, our staff in the craft program promises to excite the interests and challenge the skills of all campers.

Surrounded by the forest of Owasippe, Reneker campers also have many opportunities for fun in the outdoors. Guided by experienced staff, campers may hike to the near-by Quaking Bog, one of the natural wonders of Owasippe, or to the E. Urner Goodman Scouting Museum Owasippe's Grave, and Paradise Valley. Our athletes may play volleyball or perfect their skills on our archery range. They may also ride ponies and take hayrides. Campers may also want the experience of a trail ride at our Double O Ranch.

Older campers may want to learn to sail at Fossett Sailing Base.

One way to insure that children have the full experience at Reneker is to enroll them in our age-group programs. Offered each morning, these groups of children, ages three to sixteen, participate in a variety of exciting activities designed to introduce them to our camp and its legends.

Almost every evening, Reneker campers have a chance to get to know one another. At campfires and singalongs, they'll delight in the antics of our staff. Or they may attend the ice cream social and other such events.

Located six miles from the lovely town of Whitehall, Camp Reneker also provides easy access to the many resources of the region. Our campers take shopping excursions to the outlet mall in Holland, journey to Lake Michigan beaches, Michigan Adventure Water Park and miniature golf, or dine in area restaurants.

While at Reneker, families of 4-5 sleep in rustic cabins equipped with an electric range, refrigerator, sink, table and chairs, sofa, wash-up sink and two bedrooms with bunk beds. Campers do their own cooking and are responsible for housekeeping. They must bring their own linens, bedding, pillows, and cooking and eating utensils. Toilets, showers, and laundry facilities are located in the center of each 20-cabin commons. Each commons has playground equipment. Campers may visit the main trading post at the Ad Center complex for candy, ice cream, soda, and souvenirs. They may also travel to nearby Whitehall for groceries and other supplies.

Now, the Owasippe experience is available to all members of the family. Check our price list for cabin rental fees and call the Camping Department to check availability. Many programs are available at no cost. Others such as crafts, horseback-riding and sailing are available for a fee.

Owasippe Trail System

The time-tested trails of Owasippe remain its oldest program resource, dating back to the camp's origin in 1911. In fact, many of these routes predate Owasippe as Indian passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

Trails exist for the novice and veteran hiker alike. Some sections are quite effortless while others are rugged and challenging. On the trails, Scouts may fulfill merit badge and advancement requirements or just enjoy a change of pace from the regular camp routine.

The trails are marked with visible, colored fleur-de-lis embossed with the word "Owasippe." A trail brochure and maps of Owasippe are available from your Commissioner. Listed in the brochure are suggested hikes, including times and distances to various points of interest.

Scouts and Leaders who hike every trail at Owasippe may wear the attractive I hiked 'em all patch (available in the Trading Post). Large OSR maps are available for purchase at any of the Trading Posts. An Owasippe patch for hiking each individual trail is also available for purchase.

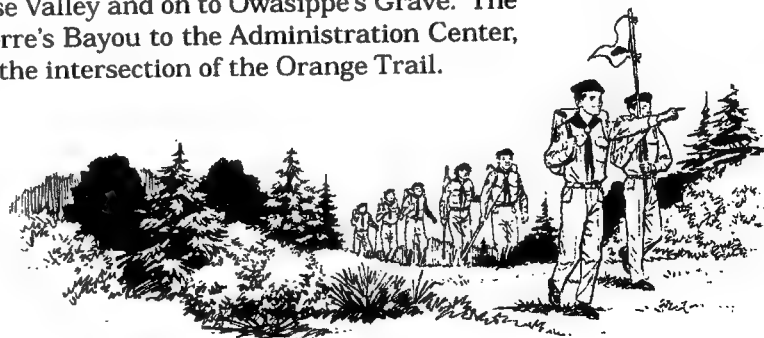
The Boundary Trail has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its terrain is more rugged and forested and consists of numerous streams and bogs. Its inspiring scenery and natural wonder complement the challenge of this wilderness route. The trail is the outer loop of the Reservation trail system and takes hikers through the marl beds, one of the wonders of Owasippe.



The Lake Wolverine Trail follows the edge of Lake Wolverine, a man-made reservoir created in the late '40's as part of the Wolverine Hunt Club. Aside from the camps circling the lake, the area is devoid of human habitation, but it is home to many wild animals and interesting vegetation. Many scenes are breathtaking, so camera buffs should keep busy. Lake Wolverine is visited often by the American bald Eagle, the Great Blue Heron, swans, and Canadian geese. Tracks of white tail deer are common, and, occasionally, you'll be startled by the take-off of a quail or grouse. Beavers and muskrats are plentiful at the southern end of the lake. This trail takes hikers to most of the outposts of Owasippe.

The Chief's Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the intersection of the Orange Trail.

The White Trails are interconnecting trails or trails that lead to points of interest.





Planning for Owasippe

Equipment Provided by Owasippe

Owasippe provides each Troop with enough two-man tents and cots to house its entire group. Additional tents may be provided for Leaders if available. Campsites are equipped with some picnic tables. Camp Wolverine provides ample tables for dining. Campers will be issued trash bags, toilet paper, hand soap and paper towels upon request. Each camp has a central garbage area, where Troops may dispose of garbage. For Troops with limited equipment, the camp has a small number of water jugs, cooking utensils, and Dutch ovens, which may be checked out on a first come/first served basis.

Troop and Patrol Gear List

All Troops are required to submit completed medical forms for all campers and completed youth protection forms for all adult Leaders. Medical forms must be **SIGNED BY A DOCTOR AND PARENT OR LEGAL GUARDIAN**. Leaders are encouraged to make and keep copies of all required forms, especially medical forms

Unit Administration

- Unit checkbook
- Unit advancement records
- Unit medical log
- Unit merit badge pamphlets
- Campfire ideas and materials
- Song and stunt books

Campsite Equipment

- American and Unit flags
- Patrol flags
- Unit first-aid kit
- Footlocker and lock (for securing valuables)
- Alarm Clock
- Ax and bow saw
- Thumb tacks and plastic cover for bulletin board
- 1/4" rope for lashing and roping off ax yard
- Dining fly
- Tarps
- Unit sawing kit
- Propane lantern with extra mantels
- Hammer for driving stakes
- Broom and dustpan
- Clothesline

Camp Kitchen Equipment

- Camp stove
- Cook kit and chef kit
- Dutch oven
- Serving Utensils**
- Wash Basins (3)**
- Charcoal
- Coolers (non-perishable foods only)
- Wooden matches
- Drink cooler

Camper Gear List (one week)

Clothing

Summer Scout Uniform (labeled)

- Scout shirt
- Scout shorts or long Scout pants
- Scout socks
- Neckerchief
- Troop hat
- Belt
- Neckerchief slide

Sweater or sweat shirt

Jacket

6 pairs socks

6 pairs underwear

Swimming trunks

6 T-shirts

Jeans and shorts

Sneakers (gym shoes)

*Hiking boots and/or hard-soled shoes

Flip-flops or shower shoes

Poncho or raincoat

*Heel required for horseback riding

Camping Gear

Sleeping bag or two warm blankets

Gear bag or backpack

Vittle kit (knife, fork and spoon)

Drinking mug (plastic only, please)

Canteen (optional)

Compass (optional)

Flashlight (bring extra batteries)

Pillow



Personal

Fire'm Chit card & Totin'Chip card

Insect repellent (non-aerosol only)

Personal first-aid kit

Personal toiletry kit

- Soap
- Washcloth and 2 towels
- Toothbrush and toothpaste
- Tissue or handkerchief
- Comb or brush
- Laundry bag

Scout pocket knife (if you have earned Totin'Chip)

Watch (don't bring an expensive one)

Scout Handbook (a must)

Note pad (a must)

Pen or pencil (a must)

Spending money

Optional

Frisbee, baseball equipment

Fishing gear

Camera and film

Air mattress or foam pad

OA Sash

DO NOT BRING
VIDEO GAMES,
PORTABLE RADIOS OR TOYS.

DO NOT PACK
SNACKS IN YOUR GEAR BAG.
RACCOONS LOVE
MIDNIGHT SNACKS.



Planning Your Troop Program

While Owasippe offers many opportunities for fun and adventure, it is ultimately the responsibility of Troop Leaders and the Patrol Leaders' Council to establish a program and schedule at camp. Since summer camp is the most important event of the Scouting year, it is vitally important that Troops plan adequately in order to insure maximum fun and participation by campers. In addition, planning sessions are an excellent opportunity for a Senior Patrol Leader and other Troop officers to function and put into practice the "Patrol Method."

Before Camp

Determine what your Troop wants to get out of camp. Review your Scoutmaster's handbook, especially the section on "The Summer Camp Adventure." Also review the "Leader's Manual" as well as "Summer Program Helps" from *Scouting Magazine* or *Woods Wisdom*. Share your camp plans with your Troop committee and enlist parental support.

On an individual basis, conduct a Scoutmaster's conference with each Scout concerning his camp and advancement objectives. Give each Scout an opportunity to express his ideas for both Patrol and Troop activities. For older Scouts, check out the Discover Owasippe section in this manual.

3 Levels of Program

Imagine activities for the Troop, the Patrol, and the individual.

Typical Troop-Centered Activities

- Problem solving
- Ceremonies
- Work on Advancement
- In-Site campfires
- Camp Inspection preparation (Baden Powell Award)
- Conservation or Service Projects
- Discover Owasippe Programs
- Games and Crafts
- Trail hiking (trip to Eagle's Nest, Owasippe's Grave, Quaking Bogs)
- Troop Swims
- Trail Rides
- Star Hikes

3 Levels of Program cont.

Typical Patrol-Centered Activities

Patrol Hiking
Campcraft
Campsite cooking
Scoutcraft
First-aid
Rope-work
Fire-building
Compass games
Camp improvement projects

Typical Activities for Small Groups or Individuals

Hiking
Boating
Handicrafts
Exploration
Pioneering projects
Fishing
Shooting and Archery

Putting a Troop's Program Into Practice

Draw up a list of what you wish to do, including outposts, canoe trips, overnights and hikes. **Know how many boys want to participate in each outpost or special program prior to arrival.** At your earliest convenience, share these plans with your camp Commissioner or Director. Plan your program tentatively. While Owasippe makes every attempt to insure maximum participation by campers, outposts are scheduled on a first-come, first-served basis. Schedules may change and conflicts may occur. Have backup plans and be flexible. You and your Senior Patrol Leader can finalize your program plans at the Sunday Night Leaders' Roundtable.

Each staff member recruited for Owasippe is dedicated to serving your Troop's needs and working with you to plan the best program possible. Their job is to work through you. These outstanding young people have been recruited from across our Council, and literally from across America. Work along with them to accomplish your aims. Your Troop's Commissioner is similar to a Unit Commissioner. He has a sound understanding of Scouting's basic principles and possesses most of the traditional Scout skills. His job is to help you get the maximum benefits from the programs at camp, to strengthen the Patrol Method, and to counsel with you about any special problems, housekeeping needs, or program ideas. Your Commissioner may be several years your junior, but you will find him to be a real asset to your Troop's operation.

Camp Roundtable meetings are scheduled on Sunday nights, and attendance is mandatory. This meeting will set the stage for the entire week, and your boys will be off to a bad start if you miss this important first meeting. Other meetings are held during the week. Make sure Leaders from your Unit attend so that you have up-to-the-minute information. Senior Patrol Leaders' meetings are also scheduled throughout the week for the purposes of planning the closing campfire and camp-wide event. Don't let your Troop be left out!

Experience Teaches Us

The degree of planning and preparation a Unit goes through prior to camp will contribute greatly to their having a good time. A successful summer camp experience takes forethought and effort. While summer camp advancement is important, it isn't the only reason Scouts come to camp. Don't view summer camp as a "merit badge factory" where Scouts or Units compete to see how many merit badges they can earn. **It is most effective if Scouts sign up for NO MORE THAN THREE merit badges per week.** Have Scouts do written requirements for merit badges at home before camp. The summer camp experience should emphasize the Outdoor Program, and it's not much fun sitting at a picnic table writing a 200-word report.

Scouts come to camp as a group and enjoy the company of other Scouts. Unknowingly, they look forward to seeing their friends face the challenges of outdoor living. They will always remember that lucky shot at the range, the burned eggs, the wet boots, and one of their own dragging himself in dead tired after a mile swim. It is from these lessons, experienced as a Patrol or Unit, that boys build tall tales, funny stories, and the lasting memories that make camp special. Plan activities that your boys can do together such as canoe trips and overnight campouts.

We encourage first year campers to join the Adventure Patrol. This program includes opportunities for merit badges appropriate for first-year campers.

Leaders should make a point to visit all program areas. Personally view as many sessions as possible. Keep in mind that Leaders are responsible for the conduct of their Scouts in camp. This is most important when Scouts become disruptive in program areas. If you don't discipline your own boys, it puts an added burden on the staff to do so. Worse yet, another Leader, whose method or style may not be consistent with yours, may attempt to discipline your Scouts.

Flexible Programming

The camp program is not set up on an hourly basis, nor do Troops rotate from one site to the next as is commonly seen in schools. The methods of the school and of the Scout camp are quite different. At Owasippe, Troops, Patrols and Scouts have the flexibility to create their own time schedules. In all areas, events are offered at various times, and Scouts have the flexibility to participate at times convenient for them. Owasippe's programs, in fact, work best when boys are permitted to follow their individual interests. Program areas rarely become overcrowded and boys receive ample attention.

Scouts also need time for unscheduled or informal activities. Don't be overly concerned when boys lose an afternoon to fishing or spend time talking with their friends at the camp's Trading Post. Still, it's good practice to check in with Scouts each evening to review the day's accomplishments and plan for the next day. **Plan to attend the Merit Badge Progress Report Session that is held mid-week.** You'll come away knowing which Scouts need some encouragement.

Planning By Age

Planning a program at Owasippe is best imagined as planning many programs, one for each Scout attending camp. In helping Scouts to develop their personal programs, Leaders should consider three questions. First, do merit badges, outposts and other activities respond to the interests of Scouts and provide ample opportunities for fun? Second, will these programs challenge Scouts without becoming too difficult for them? And third, will these options leave open opportunities for future visits to summer camp?

To illustrate the importance of these questions, a Leader might look at the Handicraft program. While Scouts may schedule merit badges in any sequence, most eleven-year-old Scouts would be wise to begin with Leatherwork because this merit badge requires less fine motor coordination than Basketry. A second year camper could then participate in Basketry, leaving Woodcarving for his third year.

Participating in merit badges at an appropriate age increases the likelihood that the Scout will experience success. More importantly, taking a merit badge at the right age significantly enriches the experience for the boy. Lifesaving merit badge, for example, is a rigorous and physically challenging merit badge, perfect for most thirteen-year-old Scouts, who have the strength, stamina and maturity to learn the skill well and maximize their learning experience. While younger Scouts may take and complete this merit badge, the experience may be diminished for them.

A Leader who values attendance at summer camp will also see the advantages of a plan that spreads activities out over several summers. Rather than exhausting a highly valued area too quickly, such as Aquatics, leaving the Scout with little to do the next summer, the careful distribution of badges over several seasons encourages a Scout to return.

The following list provides a suggested outline of the minimum appropriate age of camp activities, including merit badges, outposts and other camp wide activities. This list represents suggestions based on the "average Scout." A Scout with prior knowledge of and experience with a subject, such as rifle shooting, could participate in a badge at an earlier age.

Another feature of the list is the way it combines merit badge experiences with outposts, creating opportunities for Scouts to enjoy fuller, more meaningful experiences. Participating in the Wrangler Outpost at the same time a Scout completes Horsemanship merit badge increases the value of both experiences. Again, enjoying Fishing outpost as part of a Scout's experience with Fishing merit badge creates a better experience. Also, the list is meant to show the minimum appropriate ages. If a Scout does not take Mammal Study at age eleven, for example, he is not restricted from taking it at a later time.

Minimum Age Guide

Camp Area	Age 11	Age 12	Age 13	Age 14+
General Camp	Adventure Patrol	Where Eagles Dare		
Aquatics	Swimming	Rowing	Lifesaving Canoeing Mile Swim	Small Boat Sailing BSA Lifeguard Channel Swim
Handicraft	Leatherwork	Basketry	Woodcarving Indian Lore	
Ecology	Mammal Study	Reptile Study Fishing	Environmental Sc. Nature Astronomy	Fish & Wildlife Management Soil & Water Conservation
Scoutcraft	Totin' Chip Fire'm Chit	Camping Cooking	Wilderness Sur.	Pioneering Orienteering Hiking
Shooting Sports	Open Rifle Open Archery	Open Shotgun	Archery MB Black Powder Rifle	Rifle MB Shotgun MB
Outposts	Trail Rides Tubing USS Silversides	Fishing Outpost Astronomy Outpost	C.O.P.E. Wrangler Outpost Horsemanship MB Photography Outpost & MB Voyageur Outpost	White River Canoeing



Our Merit Badge Programs



Aquatics

All Scouts, Leaders and family campers who use aquatic facilities (including boats and canoes) must take the BSA Swimmer's test. Usage is based on classification.


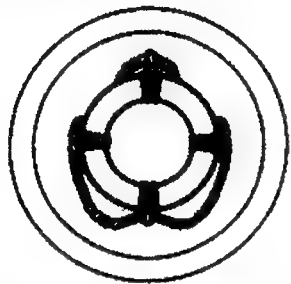




Learner	• Anyone who does not qualify for any other rating
Beginner	• Swim 50 ft.
Swimmer	• Swim 100 yards (75 yards using side, breast or crawl stroke, and 25 yards using elementary back stroke) • Float on back for one (1) minute.
Rowboats	• Must be a swimmer • Beginners may participate if accompanied by a Swimmer.
Canoes and Sailboats	• Swimmers only.

A medical form must be on file in the camp health lodge in order to participate in water sports! All persons are required to wear personal flotation devices at all times when in any watercraft. No exceptions!

Due to safety standards and lifeguard requirements, the Aquatics Area will operate on a Flexible Programming concept. Times will be posted for the following offerings:





Merit Badge	Comments	Requirements
BSA Lifeguard 	A time-intensive program, requiring more than 30 hours of activity. Must be 14 years of age. Ideally, Scouts should have completed swimming, rowing, and lifesaving merit badges. Open to Leaders also	• Check with Aquatics Director to schedule instruction.
Canoeing 	Fun merit badge	• Scouts must be swimmers • Scouts must demonstrate CPR on an approved training device

Aquatics cont.





<p>Lake Wolverine Channel Swim</p> 	<p>Available to all Owasippe campers. May be completed at Camp Carlen or Camp Wolverine Make arrangements with your section camp Aquatics Director or Commissioner.</p>	<ul style="list-style-type: none"> • A challenging 2 1/2-mile course. • Scouts need to be excellent swimmers and in good physical shape. • Boys traveling to other camps need buddy tags.
<p>Life Saving</p> 	<p>Optional Eagle-required badge.</p>	<ul style="list-style-type: none"> • Scout must first have Completed Second Class Reqs. 7a-7c & First Class Reqs 9a-9c • Scouts must demonstrate CPR on an approved training device.
<p>Mile Swim</p> 	<p>Offered at all section camps</p>	<ul style="list-style-type: none"> • Schedule with Aquatics Director
<p>Rowing</p> 	<p>Good merit badge for all swimmers</p>	<ul style="list-style-type: none"> • Must successfully complete the BSA swimmer test. • Scouts must demonstrate CPR on an approved training device.
<p>Safety Swim Defense Safety Afloat</p>	<p>A must for all Scouts and Leaders</p>	<ul style="list-style-type: none"> • Check with Aquatics Director to schedule instruction.
<p>Small Boat Sailing</p> 	<p>Located at Camp Blackhawk Register Sunday because badge fills up fast.</p> <p>Bring Buddy Tags</p> <p>Operates on a time schedule so be prompt</p>	<ul style="list-style-type: none"> • Scouts must successfully complete BSA swimmer's test. • A rental charge is required.
<p>Swimming</p> 	<p>Optional Eagle-required merit badge. A must-earn merit badge for any capable Scout.</p>	<ul style="list-style-type: none"> • Req. 4 requires long sleeve pants and shirt for a 50-yard inflation swim. • Scouts must demonstrate CPR on an approved training device. • Scout must first have Completed Second Class Reqs. 7a-7c & First Class Reqs 9a-9c

Ecology - Conservation - Nature

One purpose of Ecology-Conservation is to help boys understand the importance and wise use of natural resources. Another is to rebuild America's resources by actual work on the land, in the forests, and along the waterways. A third is to carry out such activities as erosion control, wildlife habitat improvement, and forest fire detection and prevention. In outdoor camp activities, Scouts have a unique opportunity to achieve these objectives.

Merit Badge	Comments	Requirements
Astronomy 	Best completed at Astronomy Outpost Excellent badge (weather permitting)	<ul style="list-style-type: none"> Requirements option 2a, 2b, 3a, and 3b require observation times of 4 weeks to 8 months
Environmental Science 	Eagle-required badge	<ul style="list-style-type: none"> Requirement 3 calls for two 100 word reports on endangered species Bring 2 empty 2-Liter Soda bottles
Fishing 	Best completed at Fishing Outpost Some equipment is available for Scouts enrolled in fishing merit badge.	<ul style="list-style-type: none"> Easy badge Live bait can be purchased at Outpost
Fish and Wildlife Management 	One of the harder merit badges, but interesting and informative	<ul style="list-style-type: none"> Requirement 5 lists 4 options. Option 5a and 5b cannot be done at camp. Requirement 7 lists 4 options. Option 7d requires 60 days observation and an aquarium.

Ecology - Conservation - Nature cont.




Mammal Study 	Ideal merit badge for second year Scouts	<ul style="list-style-type: none"> • Req. 3 can require from 6 to 15 hours of observation time or a detailed written report. • Req. 5 calls for completing a service project influencing mammal population numbers in a given area.
Nature 	Best general Eco/Con badge offered. Materials or kit may be required to complete this badge.	<ul style="list-style-type: none"> • Req. 5 cannot be completed at camp • Can require building of birdhouse or feeding station or birdbath. • Req. 4 calls for carrying out projects in 5 of 8 subjects. • Req. 4b requires 1 month of observation
Reptile and Amphibian Study 		<ul style="list-style-type: none"> • Requirement 8 must be done prior to coming to camp and involves raising and caring for reptiles or amphibians for one month
Soil & Water Conservation 	Advanced-level merit badge very difficult to complete at camp	<ul style="list-style-type: none"> • Review all requirements before coming to camp

Other Activities	Comments	Requirements
Nature Trail	1/4 mile nature trail available	<ul style="list-style-type: none"> • Helpful when working on rank requirements
Star Hike	Check with Eco/Con Director for schedule	

Shooting Sports

On our rifle and archery ranges, Scouts are introduced to a variety of shooting activities in both open and merit badge programs. Scouts may participate in archery, rifle, shotgun, and black powder shooting. The Shooting Sports area operates under the flexible programming concept. A schedule of open shooting times and hours of merit badge instruction is posted.





Scouts must go through a Range Orientation with the Shooting Sports staff before participating in range activities. Check at the Lodge or with the Range Officer for the schedule of Open Shoots, Robin Hood Shoots, and other range activities.

Merit Badge	Comments	Requirements
Archery 	Prior archery experience is recommended, but not required.	<ul style="list-style-type: none"> • Very satisfying, but requires a great deal of practice.
Rifle Shooting 	Prior rifle experience is recommended, but not required. No cost for 22-cal. rim fire ammo.	<ul style="list-style-type: none"> • At 50 feet, must place 15 out of 15 shots in the size of a quarter.
Shotgun Shooting 	Scouts should plan on shooting 50 to 75 rounds. A moderate per-round fee is charged	<ul style="list-style-type: none"> • Requirements call for hitting 24 out of 50 clays.

Handicraft

Craft Village merit badges are ideally suited for 1st and 2nd year campers. Not only will Scouts develop self-confidence by learning new skills, they will also have the pleasure of bringing crafts home to show their family and friends.


Leatherwork is not only the most popular merit badge offered at Owasippe, it is also one of the most rewarding. Scouts have the opportunity to make a number of truly useful articles. The better craft kits do cost a little more. Key chain kits are less expensive than billfolds. Check-book kits are less expensive than belt kits. Items with larger surfaces offer greater creativity for personalization with designs, name, and patrol emblem.

Merit Badge	Comments	Requirements
Basketry 	Appropriate badge for 2nd year campers. Materials can be located and collected in wild or purchased in kit form.	<ul style="list-style-type: none"> • All requirements can easily be done at camp. • May require purchase of a basket kit.
Indian Lore 	Fascinating badge. Highly recommended for campers with 2 or more years at summer camp or Scouts interested in becoming members of the Order of the Arrow.	<ul style="list-style-type: none"> • Can be completed, but requires 2 of the following: <ol style="list-style-type: none"> 1. Making an article of Indian clothing 2. Making a model of authentic Indian dwelling. 3. Making 3 Indian articles. 4. Visiting a museum displaying Indian artifacts.
Leatherwork 	Number ONE most popular merit badge. Appropriate for 1st year campers.	<ul style="list-style-type: none"> • Cost for materials can range from \$3.00 up.
Wood Carving 	Scout knife or carving knife required.	<ul style="list-style-type: none"> • Scouts must have Totin' Chip to sign up for this badge. • Material cost starts at \$2.00.

Horsemanship



The Diamond "O" Ranch (Horse Corral) introduces Scouts to the equestrian sport of horseback riding. Our experienced staff does a wonderful job of teaching basic riding skills and developing the primary skills of trust and rider/mount relationship.

The entrance to the road is located one half mile west of the Administration Center on Silver Creek Road. Scouts may hike DIRECTLY to the ranch on a white trail located near the Health Lodge.


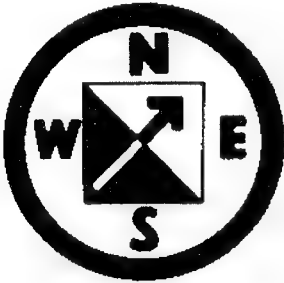
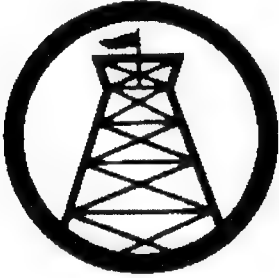

Merit Badge	Comments	Requirements
Horsemanship 	Not suitable for most Scouts under 13 years of age. This badge fills up quickly. Register on Sunday at earliest convenience.	<ul style="list-style-type: none"> • Fee required • Long pants required. • Hard-soled shoes recommended • Signed parental waiver required.

Scoutcraft

One of our most popular areas, Scoutcraft offers instruction on basic scout skills. In addition to other offerings, Scoutcraft also offers a schedule of overnight camping and wilderness survival skills.

Merit Badge	Comments	Requirements
Camping 	Eagle-required badge. One of the top 5 most popular badges earned at camp. Good for all Scouts. Food preparation requirements can be used towards earning cooking merit badge.	<ul style="list-style-type: none"> • All requirements with the exception of 9a can be done at camp. • 9a requires 14 nights of camping in addition to nights spent at summer camp. • Paperwork requirements should be done prior to camp.
Cooking 	A basic must-earn merit badge for all Scouts.	<ul style="list-style-type: none"> • Nine meals must be Prepared. Difficult to Complete at camp.

Scoutcraft cont.

<p>Hiking</p> 	<p>Basic Scout skill.</p>	<ul style="list-style-type: none"> • Badge requires 70 miles of hiking, which makes it difficult to complete in one week of camp.
<p>Orienteering</p> 	<p>Advanced-level Merit Badge</p>	<ul style="list-style-type: none"> • Requires taking part in three orienteering events of which one must be defined, setup, and officiated by the Scout.
<p>Pioneering</p> 	<p>Basic Scouting skills merit badge. Consider practicing knots, splices and lashings prior to coming to camp.</p>	<ul style="list-style-type: none"> • Requires building one of the following: log bridge, signal tower, monkey bridge, or raft.
<p>Wilderness Survival</p> 	<p>Good badge for experienced Scouts.</p>	<ul style="list-style-type: none"> • Scouts are required to build a shelter of natural materials and spend a night sleeping in it.

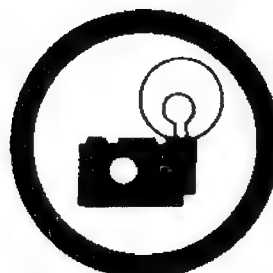
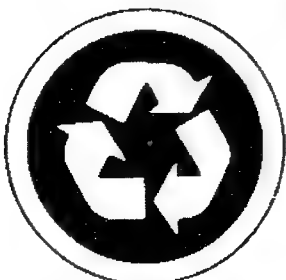
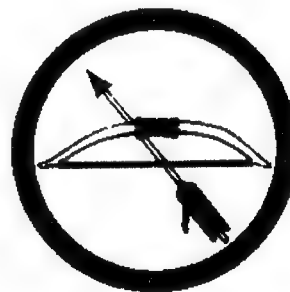
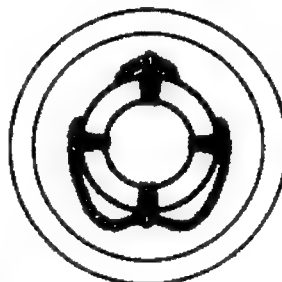
Other Activities	Comments	Requirements
Fire'n Chit Instruction	A must for beginning Scouts. Included in Adventure Patrol	<ul style="list-style-type: none"> • Available by request with the Scoutcraft Director.
Totin' Chip Instruction	A must for beginning Scouts. Included in Adventure Patrol.	<ul style="list-style-type: none"> • Available by request with Scoutcraft Director.

Merit Badge Requirements Completed at Home

Chicago Area Council policy allows the Owasippe staff to recognize only merit badge requirements done prior to camp if they meet the following criteria:

- Actual work (written reports or other evidence) is presented in its entirety to an OSR Counselor for evaluation.
- A blue merit badge card or partial slip indicating the requirements that have been successfully completed is presented with all required signatures.
- Signatures must be from a Council-approved merit badge counselor and Scoutmaster.
- A statement from a Unit Leader is presented, testifying that the requirement was satisfied (Only for those badges that fall under activities normally associated with Unit activities: hiking, camping, cooking, etc.).

Acceptance of merit badge requirements NOT completed at camp is at the discretion of Area Directors and the Camp Director. In the event that requirements are not accepted, Leaders may petition the Council Advancement Committee.





Age Group Programs

Adventure Patrol

The Adventure Patrol Program is offered in each of the section camps. It is a morning program with an early afternoon swim. It is designed to teach basic Scouting skills to newly enrolled Scouts and first-year campers. Led by specially selected staff members, the Patrol meets daily, Monday through Thursday, and includes activities such as hikes, cookouts, and aquatics. Bring newly registered boys to camp and take them back as trained Scouts!

The program begins with a Monday-morning orientation, and Scouts quickly move into action. During the week, the members of the Adventure Patrol work on outdoor requirements for the first two ranks, as well as the requirements for Totin' Chip and Fire'm Chit. They also visit all of the Owasippe Program areas and experience the Owasippe Trail System. Opportunities for a Handicraft Merit Badge, Mammal Study Merit Badge and Aquatics Merit Badge are included in this program.

Sign-up for the Adventure Patrol is at the required Sunday Night Leaders' Roundtable. Please be sure to bring a list of all participants. New Unit Leaders may want to follow boys through the program.

NOTE: The Adventure Patrol staff does not "sign off" or approve requirements for Totin' Chip, Fire'm Chit, or rank advancement. They offer instruction and opportunities for practice. It is the Unit Leader's responsibility to verify that Scouts have met requirements.

Where Eagles Dare

The Where Eagles Dare program is offered in each of the section camps. It is designed to provide second year campers with opportunities to explore Owasippe and use Tenderfoot, Second Class, and First Class skills on a variety of specified tasks and adventures. These optional, fun-oriented experiences will encourage scouts to learn about the history of Owasippe and Scouting, use Scout skills in real-life situations, practice teamwork, and expand their problem-solving skills. As a program highlight at the end of the week, Eagles Dare participants are invited to attend a special Outpost program, where they will also enjoy a sumptuous barbecue. Scouts completing the program will qualify to wear an attractive Where Eagles Dare patch.



Discover Owasippe Programs

DISCOVER OWASIPPE PROGRAMS

The Discover Owasippe program is one of the most distinctive features of Owasippe. It offers exciting and adventurous programs for Scouts of varying ages, particularly older Scouts. It provides opportunities for them to explore the winding paths and rivers of the Reservation, to gather knowledge of America's rugged past, and to face challenges that stretch their talents and imaginations. Adult Leaders are also welcome to participate in Discover Owasippe programs. Leaders may register through Commissioners at the camp office on Sunday or throughout the week. A fee is charged for each program at the time of registration.

ASTRONOMY OUTPOST

This outpost provides Scouts with a wonderful opportunity to learn the basics of this magical science and to complete the requirements for Astronomy Merit Badge. Offered two evenings during the week, the program begins at dusk at the Ad Center complex, where Scouts learn about the sky and the operation of a telescope. Later in the evening Scouts journey outside to study the heavens and hear the legends and stories associated with the stars. The program concludes at about 11:00 p.m.

DIAMOND O RANCH

The Diamond O Ranch provides three different activities for Scouts, Leaders, and campers. In addition to horsemanship merit badge and the Wrangler Outpost, the ranch provides one-hour trail rides at various times throughout the day. The ranch provides opportunities for every Scout to have an exciting experience on horseback and learn the basics of horsemanship.

A signed parental waiver is required. Riders are also required to wear long pants, and heeled shoes are strongly recommended.

FISHING OUTPOST

In this half-day or full-day program, Scouts and Leaders will fish on Lake Wolverine, famous for its bluegill and small mouth bass. Under the guidance of Owasippe's Master Fisherman, Scouts will learn the proper lures and techniques to land the "big one" at any time of the day. Participants may bring their own equipment or use equipment provided at the outpost. Scouts may complete the requirements for Fishing Merit Badge. In order to use rowboats, participants must be classified as swimmers and bring their buddy tags. Learners and beginners may fish from shore. Leaders seeking special arrangements for early morning fishing should contact the outpost director.

FOSSETT SAILING BASE

The Fossett Sailing Base is located in Camp Blackhawk on beautiful Big Blue Lake. It houses a wide selection of sailboats including sunfish and aquafins. Monday through Friday in one and a half-hour sessions, the BASE provides instruction in Small Boat Sailing Merit Badge. Additionally, it offers a full Open Sailing program. Scouts participating in these one and a half hour open sailing sessions should be aware that an on-shore orientation is included as part of the sailing time.

Like other outposts, Leaders should register for Sailing Merit Badge on Sunday. They may sign up for Open Sailing at any time during the week. Sailing merit badge is an advanced aquatic badge, recommended for older boys (2nd year campers) with excellent aquatic skills. Campers attending the BASE should remember to bring their buddy tags.

OWASIPPE CHALLENGE (C.O.P.E.)

The Owasippe Challenge offers a series of Challenging Outdoor Personal Encounter. Four C.O.P.E. sessions are offered, and each extends for two days. **Participants must be 13 or older.** First Scouts will complete the low course. Through these fun activities, such as the trust fall and Nitro Crossing, Scouts learn teamwork, communication, and Leadership. After completing the low course, Scouts in an all-day session take on the challenge of the High Ropes course, pushing themselves to their personal limits 35 feet above the ground. Participants climb, swing, balance, jump, rappel, and think of solutions to a variety of challenges. The certified staff of Owasippe constantly monitors the safety of participants and assists groups in meeting their objectives. Owasippe boasts a new C.O.P.E. course built in 2001.

NOTE: Special arrangements can be made with the Discover Owasippe Director for an Adults-only course.

PHOTOGRAPHY OUTPOST

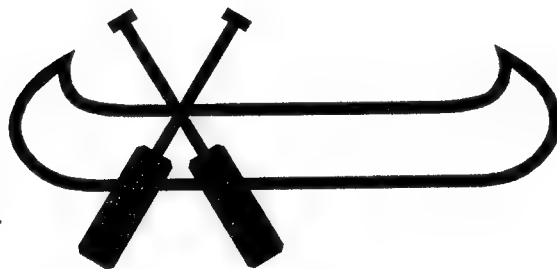
This outpost provides Scouts with an excellent opportunity to see Owasippe in a whole new way, through the lens of a camera. Scouts will learn to use a camera well and to take the perfect shots. They will also learn to develop and enlarge photos. As part of the program, they'll embark on a photo safari through some of the most beautiful areas of Owasippe. 35mm cameras are available for use and film is provided by Owasippe as part of the registration fee. Scouts may choose to complete the requirements for photography merit badge.

Tubing Outpost

On hot summer days and warm summer nights, Scouts can enjoy the experience of tubing on the White River. Journeying to Pines Point State Park, Scouts will float around a natural peninsula in the most popular tubing location in Northern Michigan. Picture yourself in an inner tube, lazily drifting down the river, letting the current carry you along. It's a great way to relax, cool off, and let your mind drift. This program may be scheduled in the morning, or , afternoon . Minimum 10 participants. Swimmers Only.

U.S.S. Silversides

Awaiting the visits of Scout Troops is America's most highly decorated World War II submarine, the USS Silversides. Arrangements can be made at your camp office for a trip to Muskegon Harbor and an overnight camping experience on the great sub. Scouts arrive at 7:00 PM. They may participate in a guided tour and view a movie showing the Silversides in action. Then they may explore the ship, its dining areas, sleeping quarters, and other facilities. Troops must keep an hourly "watch" until morning. Scouts are dismissed early enough to get back for breakfast and camp activities. Those who venture aboard are entitled to wear the striking Silversides patch (available for purchase at the Trading Post). Two-deep Leadership is required, and Troops are encouraged to provide their own transportation.



Voyageur Outpost

Owasippe is offering the Voyageur Outpost, where Scouts may go on an afternoon canoe trip on the White River. Guides from the Crown High Adventure Base will lead Scouts through some of the most beautiful stretches of the river, from Cisco Rollaway to Diamond Bend, spending nearly 4 hours on their adventure. Trips are offered daily, with Scouts leaving after lunch and returning before dinner. Scouts going for canoeing merit badge are strongly encouraged to add the challenge of river canoeing to their instructional experiences on the lake. Registration is done by canoe, so two boys should sign up together. If an odd number of Scouts from your Unit wants to go, contact your Commissioner, and he'll try to find a partner from another Troop. All participants must be swimmers.

White River Canoe Trips

For centuries, the White River has provided canoeing experiences through the untouched wilderness of Northern Michigan. From its headwaters at Lake White Cloud to its mouth at White Lake, the river challenges Scouts to develop and practice their canoeing skills in a natural setting. The Crown High Adventure Base will be happy to design a canoe trip just for your Unit.

Only Swimmers are permitted on canoe trips. Each Unit is also required to provide two-deep Leadership, and per Michigan law, must have an adult certified in CPR (Red Cross CPR for the professional rescuer or Heart Association level D). Also each Troop must include someone age 17 or older with a BSA lifeguard certification. Owasippe will copy all required certification cards, so please bring them with you. The cost of a canoe trip is based upon the number of people involved and the length of the trip. The cost of weekend trips is slightly higher than those scheduled during the week.



Wrangler Outpost

On a lengthy trail ride, Scouts will see parts of Owasippe they've never seen, enjoy a chuck wagon dinner, and settle back to a campfire and an evening under the stars? As part of the experience, each Scout will learn to saddle and feed his horse. Typical Western activities such as lassoing and branding are included on this overnight event. **A signed parental waiver is required. Riders are also required to wear long pants, and heeled shoes are strongly recommended.**



Owasippe Awards

Owasippe offers many special programs that contain opportunities for individual Scouts, as well as entire Units, to distinguish themselves for their achievements and to receive recognition.

Camp Patches, Segments & Border Strips

Every Scout attending Owasippe looks forward to the day when he can proudly sew an Owasippe patch with border strips on his right-hand shirt pocket. You can tell an Owasippe "old timer" by the number of segments surrounding his camp patch. **Year segments are awarded at the end of the week. Only one year-segment will be awarded to each camper during a season.** Owasippe patches, camp segments and additional year segments are available for purchase at the Trading Post. Border strips are also available for most Owasippe activities. They may be worn around the edge of the Camp Patch. Border strips are available for purchase at the Camp Trading Post.

Baden-Powell Award

This award, named in honor of Scouting's founder, has been designed to encourage Scouts to participate in the Patrol method and have a quality camp experience during their stay at Owasippe. Baden-Powell ribbons are awarded at the Closing Campfire. One ribbon is awarded to each Troop qualifying for the award. The key points of the program are as follows:

- Troops are competing against a standard, not against each other. It is the hope of the camp that all Troops, regardless of size or age, will strive for this honor.
- The Troop's experience should strengthen its own Lead4ership. The Commissioner will work with the SPL to insure fair inspection.
- The inspection score will be the basis on which the qualification is determined. The SPL, through the coaching process, should gain the knowledge to bring back and perpetuate good camping habits in the Troop.

Baden Powell Award cont.

The Troops must receive a minimum of 40 points for the week in order to qualify for the award. Items marked with an asterisk (*) MUST meet the standard each day in order to qualify. Items will be evaluated on a "0" or "1" basis. "0" does not meet the standard, "1" meets the standard. Quality standards include the following:

Patrol Method	Evidence of Patrol Method (Patrol Flag, rosters, work schedule, etc.)
Camp Service	Each Scout performs one hour of service during the week
*Hazard	No hazards to health or safety evident
Dining Table	Proper table manners, behavior, cleanliness, and clean-up
*Kitchen Area	Clean, sanitary-no open or exposed food. Perishables properly stored
*Fire Guard	Roster posted, adequate fire protection, no unattended fires
Tents	Tight when dry, slack when wet, nothing attached
Floors/Beds	Neat, evidence of airing of bags, floors swept
Personal Gear	Clothing and gear neatly stored
Grounds and Trails	No litter, clean, not raked
Damage	Evidence of proper care of equipment



Owasippe Trail Program

Scouts who hike ALL of the Owasippe Trails have earned the right to wear the "I Hiked 'Em All" patch (available in the Trading Post).

Scouts who have hiked individual trails qualify to wear the corresponding trail patch also available in the Trading Post.

OWASIPPE CHAPELS PROGRAM

Scouts who complete the following requirements have earned the right to wear the Owasippe Chapels patch (available in the Trading Post):

- Meet and visit with an Owasippe Chaplain.
- Learn the name of the Religious Emblem for your religion.
- Complete a one-hour service project for the Chaplain.
- Assist the Chaplain at an Owasippe chapel service or vesper service OR say grace for one of the meals.
- Learn the duties of a Chaplain's assistant.



ORDER OF THE ARROW

The Order of the Arrow is the Scouting brotherhood of honor campers. Founded in the summer of 1915 by E. Uner Goodman, the Order functions as a regular part of the camping program. Its foremost purpose is to promote and enrich the ideals of Scout camping. In the 1920's Goodman served as Reservation Director at Owasippe.

Tapouts will be held on Friday nights in each section camp. Ordeals will be held on the weekends between periods 1 & 2, 3 & 4, and 5 & 6.



Camp Service Projects

An Hour of Service:



PROJECTS FOR SCOUTS

Owasippe has identified numerous projects that may be completed in an hour by Scouts in fulfillment of a Baden Powell Award requirement. Several different camp service projects are available to your Unit. Check with your Commissioner for service project ideas. A few suggestions include:

- Building Check Dams or completing other conservation projects
- Replacing guide lines on tents and flies
- Cleaning and maintaining the Council ring
- Other worthwhile projects approved by the camp staff

A Day of Service:



PROJECTS FOR LEADERS

On more than 4766 acres, Owasippe has over 250 buildings and operates 25 vehicles. Consequently, all able Leaders are urged to assist our camp by performing a day of service. The Reservation encourages Units to identify a skilled tradesman who might serve as a crew Leader on an important project at Owasippe during its summer stay or on a weekend during the off season. Owasippe can utilize the experience and skills of electricians, carpenters, roofers, plumbers, masons, and mechanics. Working in conjunction with the Camp Director and the Director of Properties, this project Leader will coordinate the activities of a group of volunteers from the Troop or perhaps from neighboring Troops. Projects involving all trades have been identified.

Units are encouraged to communicate with the Head Ranger in advance so that details of the project can be worked out. Only if everyone helps can we maintain Owasippe and keep it strong and healthy.



Arriving at Owasippe

Ad Center Check-In Procedures

To insure that your first day at Owasippe goes quickly and smoothly, please follow these simple procedures:

1. When you arrive at Owasippe, report to Station One in the Ad Center Snack Bar. **DO NOT go directly to your section camp.** At this station, you will submit **completed Troop rosters** (3 copies), **completed medical forms** (for ALL campers, youth and adult, who will be attending camp), and **completed Michigan youth protection forms** (for all adult Leaders). It is helpful to keep copies of all forms for your records.
2. Proceed to Station Two in the Ad Center Snack Bar. At this station you will complete your preliminary financial settlement. You should have with you your troop checkbook and any other materials such as campership approvals and C.A.C. fund-raising receipts.
3. Upon completion of these two steps, take your medical forms, the remaining 2 copies of your troop roster, and any other materials given to you at the Ad Center and proceed to your Section Camp.

Section Camp Check-In Procedures

1. When you arrive in your section camp, your Scoutmaster will be directed to the camp office while a guide leads your troop to its campsite. The Scoutmaster must submit or fill out necessary forms such as troop rosters, youth protection forms, and medical forms. Scoutmasters must make sure that ALL adults who work with boys in camp are properly registered, including ANY adults coming over from Camp Reneker on a part-time basis. **Medical forms must be signed by a doctor and a parent. In the event that a scout is leaving early, the medical form must have listed the name of the adult to whom the child is released.**
2. Upon arrival at your site, all members of your troop (Adult and Youth) should stow (not unpack) their gear and dress for swim checks.
3. Scouts and Leaders should report for dining hall orientations, medical re-checks and swimming tests. Additionally, ALL Leaders must participate in a brief youth protection training session.
4. The troop should return to its site, continue unpacking and settling in, and prepare for the opening flag ceremony and dinner.

Section Camp Check-In cont.

5. After dinner, ALL Leaders should attend the opening Roundtable meeting
6. On Sunday afternoon and after the Roundtable meeting, Leaders may register Scouts for Discover Owasippe programs and the Adventure Patrol.
7. During the afternoon or the Roundtable meeting, Scouts will participate in a camp orientation tour, which may include rifle range orientation, aquatic orientation, and any other pertinent information.
8. At Check-in, ALL Leaders must provide evidence of having completed the BSA youth protection training. At least fifty percent of these Leaders must be certified on Sunday. Other Leaders who have not completed the training must do so by noon on Monday. Youth Protection Training is offered in section camps on Sunday and every morning at 10 a.m. at the Ad Center.
9. An opening Campfire program is held in each camp on Sunday evening. All Troops are strongly encouraged to attend in uniform.





Camp Policies

Affirmative Action

The Executive Board of the Chicago Area Council, Boy Scouts of America, in March 1972 adopted the Federal Affirmative Action Policies and Procedures for all of its operations. Included in the Policies and Procedures is the operation of its camping program which indicates that the rules for acceptance and participation in its programs are the same for all without regard to race, color or national origin.

Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program is not permitted.
- Violations of all local, state and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

Autos In Camp

- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid Driver's license.
- All campers and staff will wear safety belts when riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No One is allowed to ride in the back of ANY truck.

Boats In Camp

- Privately owned boats will NOT be permitted in any Section Camp.
- Boat Trailers with or without boats are not allowed in parking lots.

BUDDY SYSTEM

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a system of check-out/check-in so that they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

CAMPER DISCIPLINE (Michigan State Law- Rule 113)

- Discipline is the responsibility of the unit leader.
- Vandalism or injury to others will not be tolerated.
- Rule 113 of "Rules for Licensing Children's Camps in the State of Michigan" reads:
"A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff leaders or by another camper."
- Hazing or initiation is strictly prohibited.

CHILD ABUSE (Michigan State Law--Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and leaders.

Reporting Procedures

For abuse taking place in Michigan call Tom Shipp, 1-616-786-2483

For abuse found in Michigan but taking place in Illinois, call the DCFS Hotline, 1-800-252-2873

The camp staff has received training in responding to the potential victims of any kind of child abuse. Once reported, the Reservation Director will confidentially discuss your suspicions with you and possibly talk to the scout. If further action is necessary, the Reservation Director will notify the Council who will determine further action.

DIETARY REQUESTS

A vegetarian menu is available upon written request to Owasippe. The request must arrive at Owasippe two weeks prior to the troop's stay. Please include the Names of the scouts and leaders requesting vegetarian meals. Owasippe cannot accommodate other special dietary requests, though we make efforts to support a patrol cooking option. In situations where campers provide food, a reduced camper fee may apply.

FIRE, LIQUIDS, AND PROPANE FUELS

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Replacement propane cylinders and cans of liquid fuel **MUST** be stored under lock and key at your Section Camp Lodge.
Under NO circumstances are they to be stored in your campsite.
- Empty cylinders **MUST** be given to the Camp Office for disposal.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles and smoking materials.
- All tents (Camp owned or Private) must be stenciled with or display a sign proclaiming "NO FLAMES IN TENTS"

FOOD SERVICE

Seventeen (17) meals will be served to campers during the camp week period.

Thirty-seven (37) meals will be served to campers during a two-week period. For two-week units, a brunch will be served on Sunday at 10:30 am. In lieu of breakfast and lunch.

Hot pack meals are served in the unit campsites. Meal times will be distributed.

An adult leader **MUST** sit at each table in the dining hall camps.

Other foods may be provided for campers in the health lodge in lieu of, or supplemental to, regular meal service without additional compensation.

Menus are posted in the section camp office.

Grace is encouraged at each meal.

GUEST MEALS

Guest meals should be paid for 24 hours in advance at the section camp where the meal is to be eaten. A fee for guest meals is posted in section camps.

Early Arrival

Saturday arrival on the Reservation is permitted. Please notify Owasippe of the intent to arrive early. Scouts may not leave the Campsite without adult supervision.

Field Trips

The Camp Director or designee will check out all required forms to accompany the leader on a field trip. The Unit must take a certified first aid kit. All treatments and medicine dispensed will be recorded. The Health Officer will review the treatment log for any follow-up that may be required.

Medical Policies & Records

Camper Observation (State of Michigan Law—Rule 119): Each staff member and volunteer Leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Director for appropriate action.

Check-in Procedures: Medical re-checks will take place at your Section Camp when you arrive. You will be asked for your pink roster form and receive buddy tags for aquatic activities at that time.

Consultation Services: Our camp doctor can be reached during normal office hours. After hours, the doctor may be reached by using an emergency phone number available at the Health Lodge.

Records: No camper shall be allowed to participate in any camp programs until the Health Lodge personnel receive the properly completed medical forms.

Physical Examination: CAMPERS 39 AND UNDER are required to have a current (within the last three years) physical examination and Health History on file, signed by a physician. ALL ADULT LEADERS, 40 YEARS OF AGE OR OLDER, are required to have an annual physical examination and Health History on file, signed by a physician. ALL ADULTS must have a statement of immunization in their health history. RENEKER CAMPERS must have a Health History on file that has been completed within the last year. Individuals who need a physical exam arranged at Owasippe will be charged.

Standing Orders: Available on request.

Storage and Administration of Medicine: All prescribed camper medicine must be turned in to the Unit Leader. Medications must be in the original container with dosage and frequency clearly marked. The Unit Leader will be responsible to administer and keep medication under locked storage. Unit leaders must maintain a medication log as required by the State of Michigan. A form will be provided.

Transportation Services: Owasippe has arranged with an ambulance service to provide emergency transportation. If advanced emergency services are required, campers will be taken to Muskegon Hospital. Emergency room service is available on a 24-hour basis.

Parent Notification

Camper's parents are to be notified by Owasisippe Authorities as follows:

- Immediately in the event of death
- Immediately, following admission to the hospital
- The day following an overnight stay in the Health Lodge
- As directed, in writing, by camper's parents
- When serious problems arise

Parking In Your Site

- National BSA Camp Standards explicitly prohibit the parking of cars in campsites.
- Violators will be towed at the Owner's expense
- Leaders with valid medical reasons for parking near their sites must report their need and condition to the Camp Director for approval.

Rifles, Ammo, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons or ammunition on Council property. There are no exceptions to this rule.

Supplies & Equipment

Inventory available upon request.

Totin' Chip

- The Totin' Chip is a license for Scouts to tote an ax and knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasisippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

Two-Deep Leadership

- Two Leaders are required with each Troop at Owasisippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader can be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasisippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/son situation.

Visitors

- Visitors are welcome at Owasippe.
- Visitors must check-in at the Administration Center and the Camp Office of the Section Camp they are visiting.

A list of commercial accommodations and public campsites near Owasippe can be found by contacting the White Lake Area Chamber of Commerce at 1-231-893-4585.

Woodsman's Code

- I will use my knife and ax as tools, not as playthings.
- I will keep them sharp and clean.
- I will practice so that I become skillful.
- I will rest when tired and remember that easy does it.
- I will respect the property of others and will not harm living trees needlessly.
- I will help others live up to the Woodsman's Code.

Youth Protection Training

It is the policy of the Chicago Area Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders, eighteen years of age and older, must show a signed training card or a signed copy of a BSA training report. Leaders are strongly encouraged to complete such training in their Councils, but the training is offered at camp.



Emergency Procedures

All campers must be completely familiar with the Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, aquatics area, and each campsite bulletin board.
- An Emergency Drill will be held within 24 hours of each Troop's arrival at Owasippe.
- In the event of an Emergency, ALL CAMPERS (Adult and Youth) must report to the designated area. This action is signaled by the Camp Alarm (bell, siren, or horn). Your check-in guide will identify the alarm in your Section Camp. The signal will last as long as necessary to alert all people in camp.

Accident or Illness

- Administer First Aid within the limits of your qualifications.
 - Notify the Section Camp office before going to the Health Lodge.
 - If additional assistance is required, call the Health Officer at Ext. 245.
 - If accident or illness is severe, the patient will be transported to the Health Lodge by a Health team or Ambulance.
- All accidents or injuries will be recorded in the First Aid Log.

Back-Up Camps

In the event of emergency, section camps have been identified to support the efforts of each camp staff. Blackhawk, Ad Center, and Reneker back up Wolverine. Ad Center backs up Reneker. Wolverine and Crown back up Carlen. Carlen backs up Crown and Blackhawk.

Evacuation

- If it is necessary to evacuate the camp, the Camp Director will assign staff to each site to direct Troops to areas of safety.
 - Account for all Scouts in the Troop and evacuate to the area as directed by the staff.
- If a person is not accounted for, two runners should be sent to the Camp Office and Lost Scout procedures will be initiated.

Fire in Camp

- Alarm is sounded.
- Staff reports to Camp office/Campers report to designated area.
- Camp Director notifies Ad Center and back-up Camp.
- Camp Director assigns staff to drop tentage to ground and cover with sand, use rakes and shovels to assist in containing the fire until the arrival of fire equipment, keep campers away from fire site.
- Campers will not man fire equipment.
- At the end of the emergency, the All Clear is sounded.

Lost Scout

- Emergency Alarm is sounded.
- Staff reports to Camp office/Campers report to designated area.
- Camp Director notifies Ad Center and back-up Camp.
- Camp Director assigns staff to assist in search, search campsites, latrines and grounds for missing Scout, and secure a head count from each Troop in camp.
- When search is completed, the Camp Director will determine further action as necessary.
- At the end of the emergency, the All Clear is sounded.
- ALL staff sent out to search must utilize the Buddy System
- ALL staff members in the search must sign in and out with the Search Crew Leader.
- During night searches, each staff member must carry a flashlight and dress according to weather conditions.

Lost Swimmer

- Aquatics Director notifies the Camp office with the name, site, and Unit number of the boy who is lost.
- Emergency Alarm is sounded.
- Staff reports to the Camp office/Campers report to designated area.
- Camp Director assigns staff to assist in a water search, search campsites, latrines and grounds, and secure a headcount from each Troop in camp.
- Aquatics staff, with back-up-camp assistance, search swimming areas. When search is completed, the Aquatics Director will notify the Camp Director who determines further action.
- At the end of the Emergency, the All Clear is sounded.

Power Outages

- In the event that power is off, causing the pay telephone or inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby, to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

Storms

- Boating, Canoeing and Swimming will cease whenever thunder is heard, no matter how distant the sound.
- The staff, on request, will assist Troops in securing canvas so that the risk of damage and injury is minimized.
- In the event of severe lightening storms, Troops should stay in their sites away from streams, other water sources, and isolated trees.

In the event of severe winds or storms, the Camp Director will send staff members to those campsites where assistance in securing tents or tarps is felt to be necessary or has been requested.

Tornados, Severe Wind, Lightning

- Alarm is sounded.
- Program Areas are closed.
- Staff reports to Camp office/Campers report to designated area.
- Camp Director notifies Ad Center and back-up Camp.
- Camp Director assigns staff to check sites, take head counts, and aid in preparation for emergency.
- At the end of the emergency, the All Clear is sounded.





Manistee Quest High Adventure Program

"THE MANISTEE QUEST"

The Manistee Quest is devoted solely to backpacking treks and canoe voyages through the Manistee National Forest. Week long treks will be available for all 6 periods. They begin on Sunday afternoon and end on Saturday. All participants must be 13 years old by January 1 of the year they will participate. A guide, 18 years of age or older, specially trained in backpacking and canoeing, will accompany your trek. Your adventure will culminate in a steak fry and campfire on Friday evening.

Dates of Treks

Period 1	June 29-July 5
Period 2	July 6- July 12
Period 3	July 13-July 19
Period 4	July 20-July 26
Period 5	July 27-Aug 2
Period 6	Aug. 3-Aug. 9

Equipment Provided

Freeze Dried Food
First Aid Kit
Tents and Trail Fly
Maps
Kitchen Supplies
Water Purifying Tabs
Dry Bag (canoe trips)

Types of Treks Offered

- 1) HIKING-five days of backpacking
- 2) HIKING/CANOE-3 days of hiking/2 days of canoeing

2003 Fees (Per Person if paid by May 31)

Hiking Treks	\$225
Hiking/Canoeing Treks	\$245
Hiking/Canoeing w/only 1 Adult	\$265
Hiking/Canoeing (no Adults)	\$285

Payment Schedule

\$100/crew due with reservation
\$250/crew due postmarked Feb. 1
\$250/crew due postmarked by April 1
Final balance due postmarked by May 31
One leader free for each 8 youth in the crew

CREW SIZE

Each Crew must have a total of 5-11 participants. More than half of the crew must be youth. Troops are encouraged to combine if necessary to form a crew. Units that agree to be responsible for Scouts from other units will receive 1 free Adult (minimum 2 Scouts)

Special Requirements

All participants must pass a swimmer's test at the Base before leaving on a canoe trek. Everyone must complete a BSA class 3 physical #34412. These forms will be provided.

PRE-TRAINING

All crews must undertake a training program prior to coming to CHAB. A minimum of three (3) pre-trek hikes is recommended.

REFUNDS

The \$100 crew reservation fee is non-refundable. After June 15, no fees are refundable except for medical reasons or death in the family. All requests for refunds must be in writing and received by August 31.

Camperships are available to registered Chicago Area Council Boy and Venture Scouts based upon need. Forms are available from the Chicago Area Council Camping Department.

For information, contact the CAC Camping Center at 312-421-8800. E-mail address: Steve_Adams@chicagobsa.org.



Camp Blackhawk - Owaspie Scout Reservation

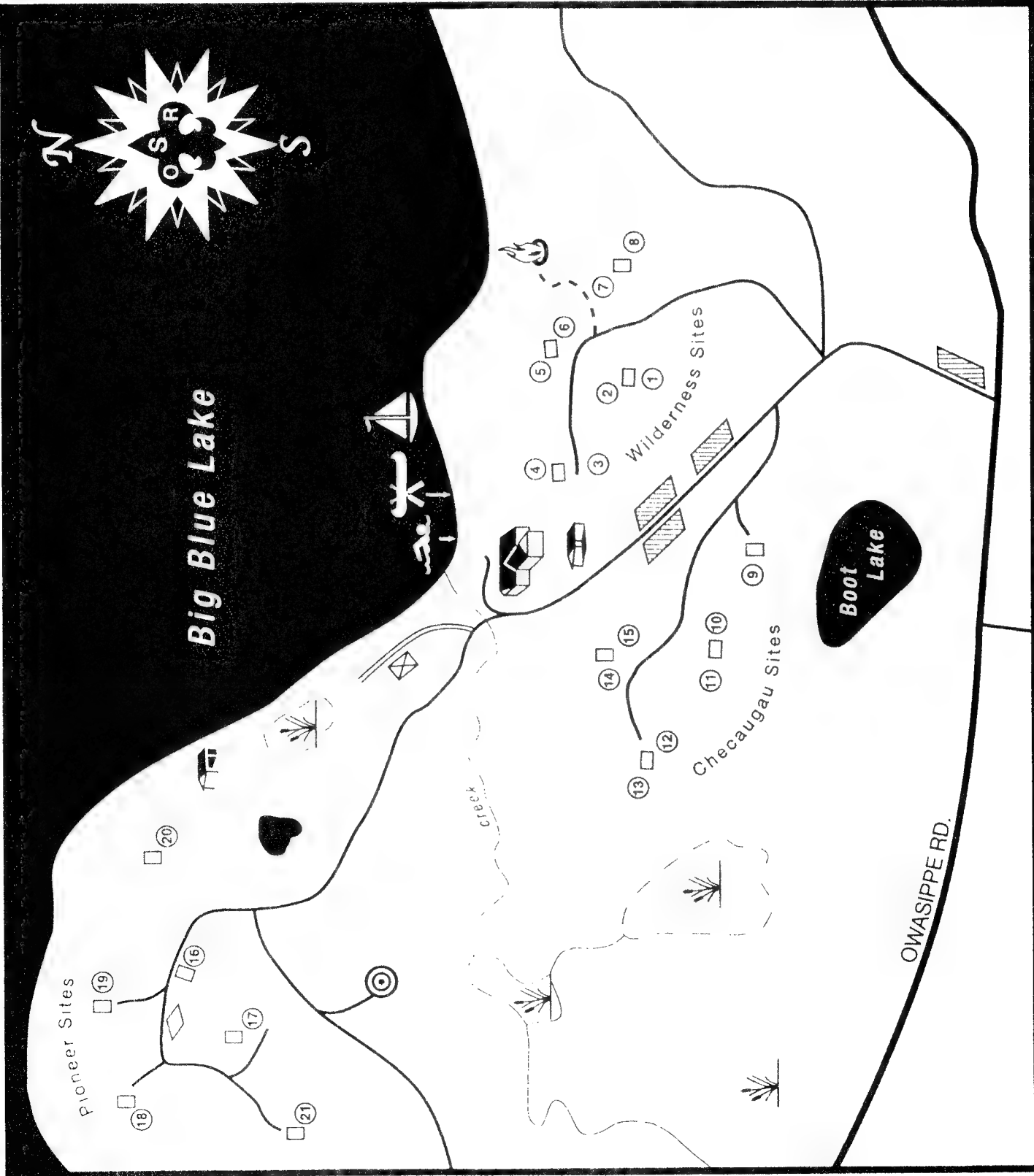


Scale 1 : 7 040
1 in. = approx. 195 yds.

Legend

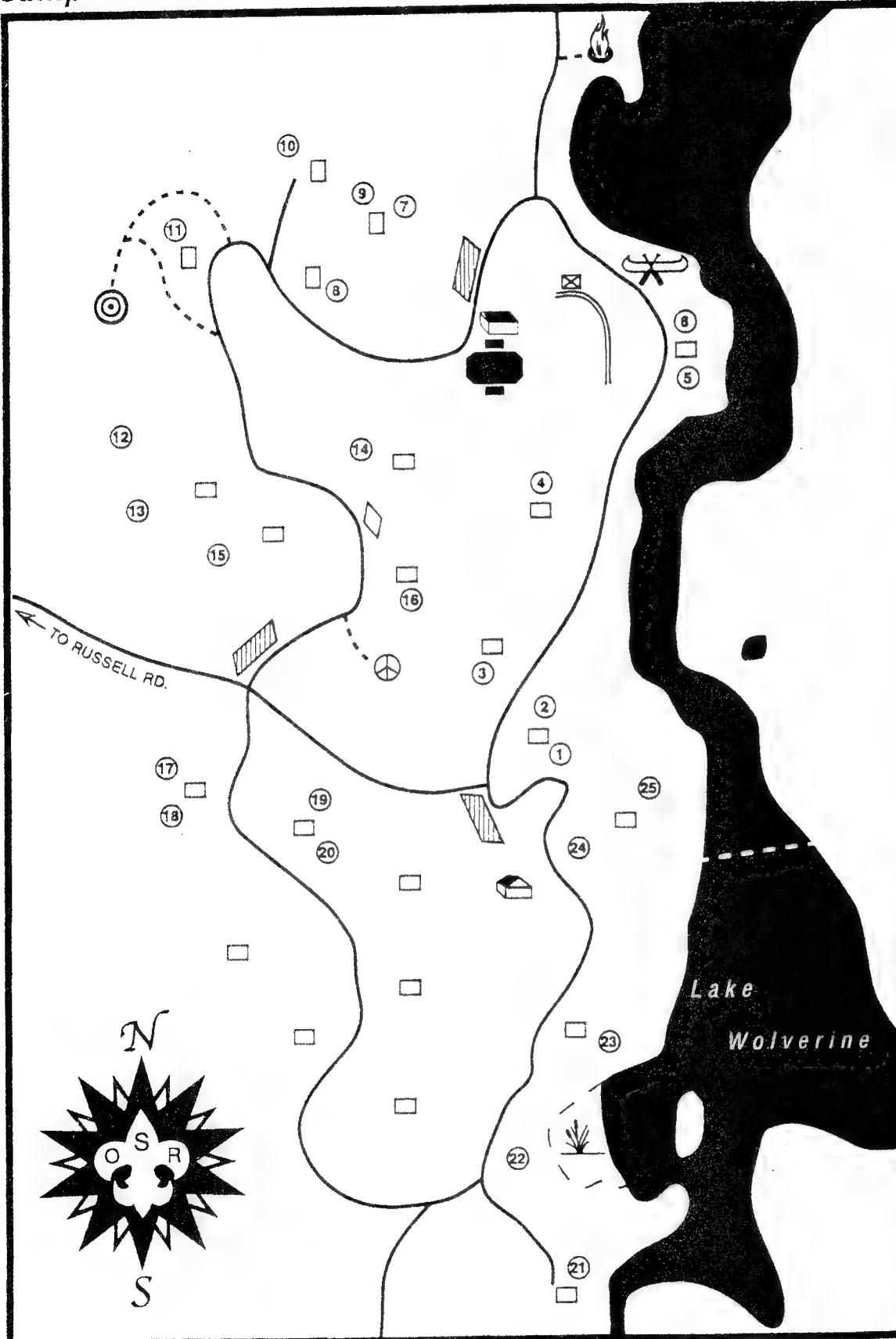
- Camp Road
- Trail
- Paved Rd
- Staff Rd
- Parking Lot
- Dining Hall
- Camp Site
- Kybo
- Staff Kybo
- Shower House
- Aquatics
- Boat Docks
- Sailing Base
- Nature Shed
- Shooting Sports
- Craft Village
- Fire Bowl
- Lake
- Marsh
- Creek

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Camp Wolverine - Owasippe Scout Reservation

150 100 50 0 75 150 225 300 yards



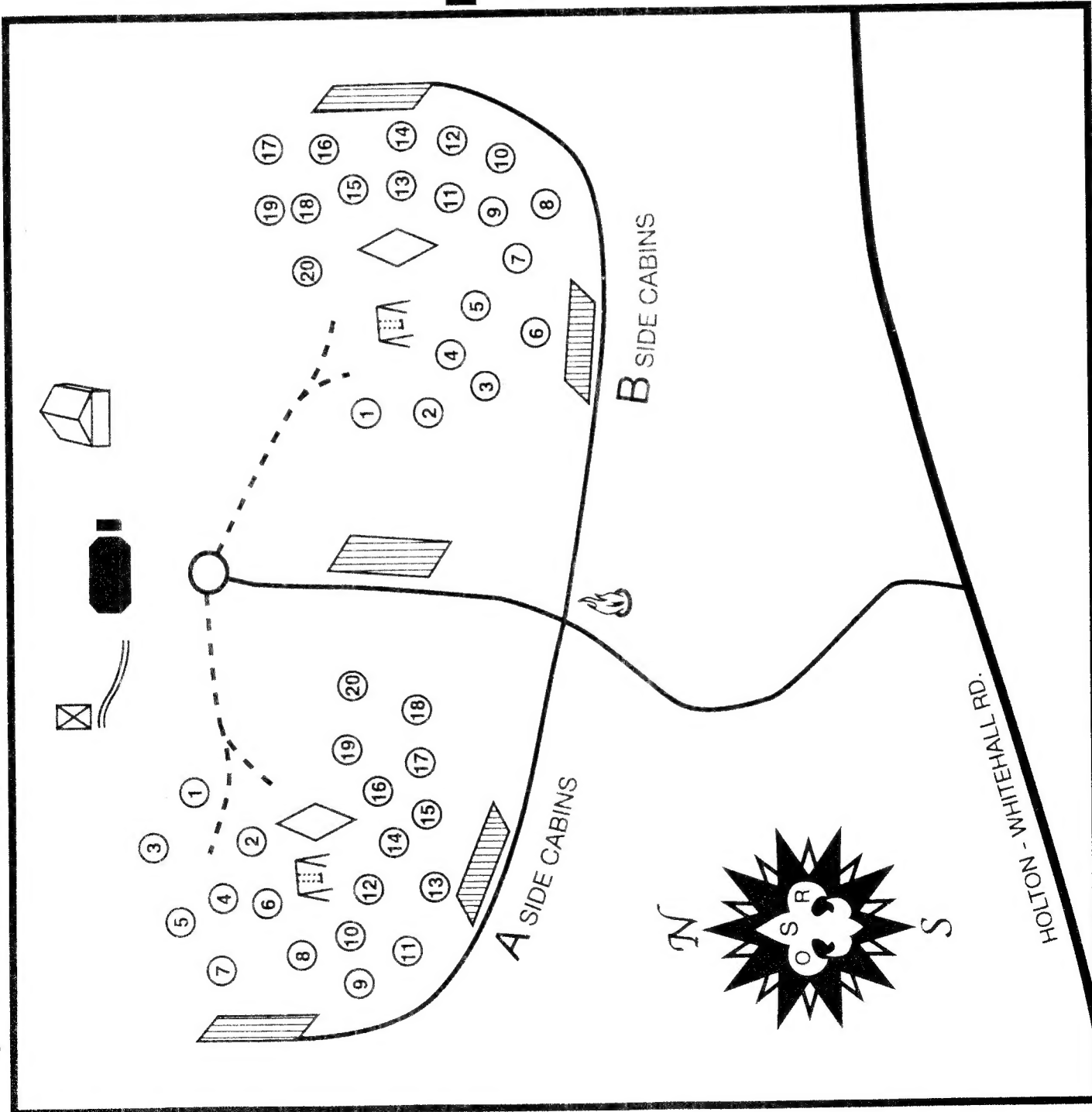
Scale 1 : 5 217
1 in. = approx. 145 yds.

Legend

- Camp Road
- Trail
- Staff Row
- Ferry
- Parking Lot
- Lodge
- Chapel
- Craft Village
- Camp Site
- Kybo
- Staff Kybo
- Pool
- Boat Docks
- Shooting Sports
- Marsh
- Fire Bowl
- Lake

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Camp Reneker - Owasppe Scout Reservation

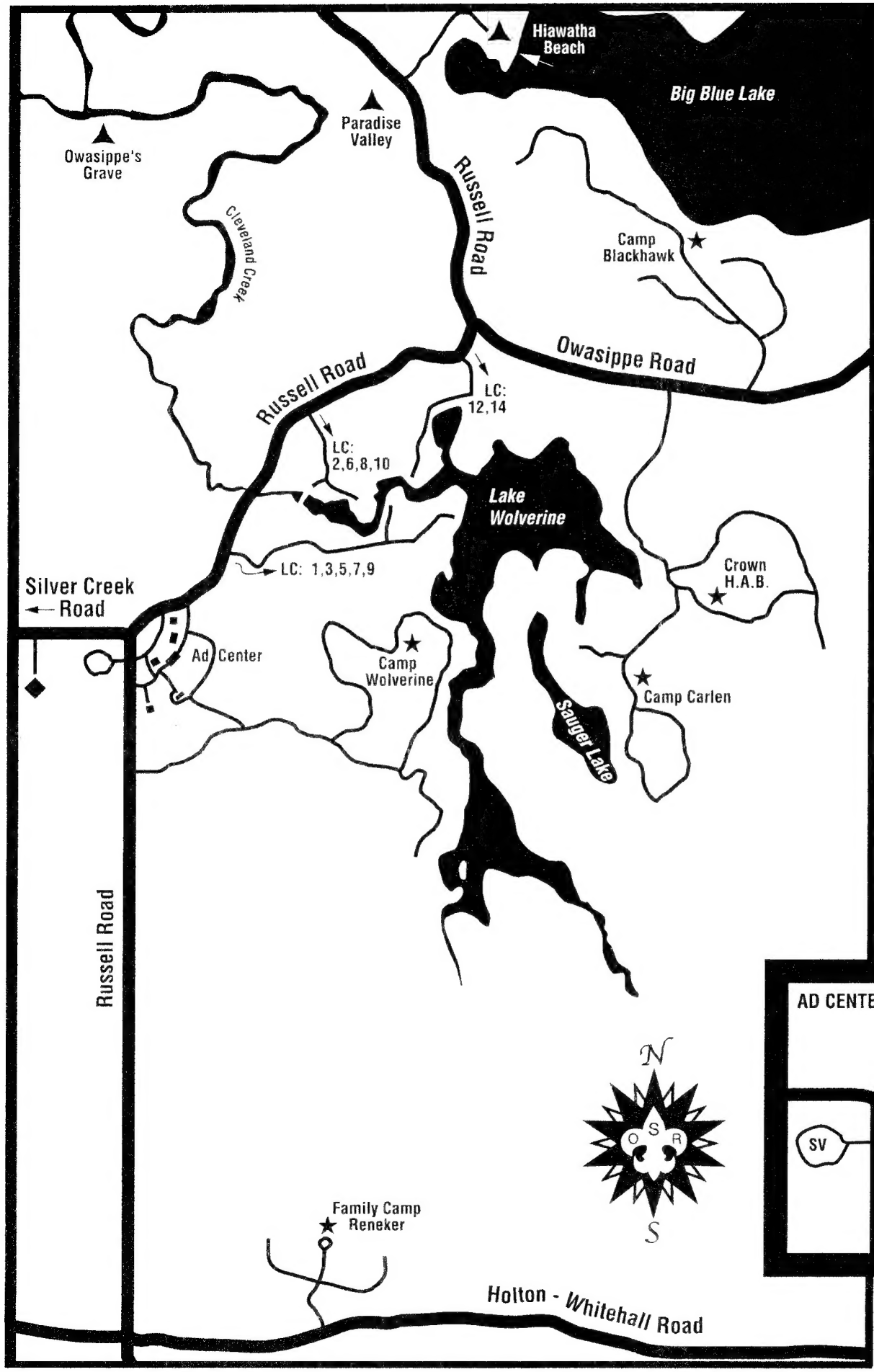


Scale 1 : 2 962
1 in. = approx. 82 yds.

Legend

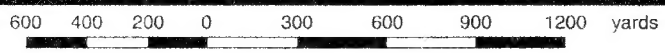
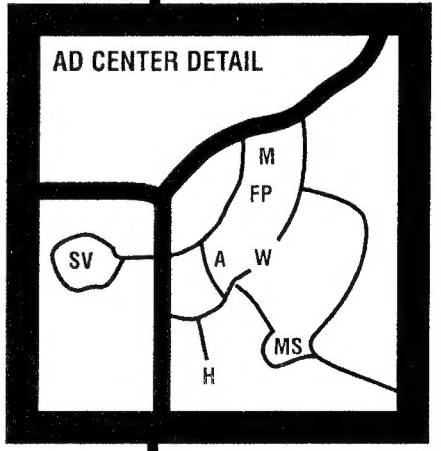
- Camp Road
- Paved Rd.
- Trail
- Staff Row
- Parking Lot
- Tent
- Cabin
- Sanitary Unit
- Staff Kybo
- Pool
- Playground
- Fire Bowl

(updated) ©2001 AndersonDerby



Scale 1 : 22 159
1 in. = approx. 615 yds.

- Legend**
- Paved Rd.
 - Camp Rd.
 - ★ Camp Office
 - ▲ Landmark
 - ◆ Horse Corral
 - Lake
 - SV Staff Village
 - M Museum
 - FP Food Prep.
 - A Admin. Bldg.
 - W Warehouse
 - MS Maintenance
 - LC Lake Cabin



Camp Songs

CAMP BLACKHAWK

It's a great gang that goes to
Blackhawk - Go!
It's a great gang to know
Always full of pep and ginger,
And the watchword is let's go - Let's Go!
Always on the level,
Always on the square,
It's a great great gang that goes to
Blackhawk - Go!
My heart's right there!

(repeat with clapping)

Cheer: Camp Blackhawk - Go!
Camp Blackhawk - Go!
CAMP BLACKHAWK - GO!

CAMP WOLVERINE

INTRO: Sung loud and slow by one person

The spark's alive, the spirit's here.
The time has come for us to cheer.
With swelling pride, let voices ring.
With hearts United, let us sing.

Chorus:

We'll give a rah-rah-rah for Wolverine.
A cheer for our loyalty.
We're gonna work and strive for our
great camp;
Defend its Unity - Wolverine!
Proud of our colorful heritage,
As proud as we are today,
Great Scouts, great staff, great part
of Owasippe.
Onward Wolverine!

(repeat chorus with clapping)

Cheer: Camp Wolverine - ZAXIE!
Camp Wolverine - ZAXIE!
CAMP WOLVERINE - ZAXIE!

CAMP CARLEN

Look ahead to the days of the summer.
Look ahead to the freedom they give.
We'll return once again to Camp Carlen,
Where the spirit of Scouting is lived.

And the challenge of our Camp Carlen
Is the outdoor life to lead.
From the forests and lakes to friends that
we make.
Camp Carlen will always be.

(repeat with clapping)

Cheer: Camp Carlen-OVER ALL!
Camp Carlen-OVER ALL!
Camp Carlen-OVER ALL!

CAMP RENEKER

Consider yourself at home.
Consider yourself part of Reneker.
You will never feel alone
With Scouting families as your friends.

Oh, you can hike the trails and sail the
lakes and greet the sun.
It will be worthwhile.
You will sing the songs and shout the cheers
And feel the start of a happy Scouting smile.

Consider yourself at home.
Consider yourself our friends.
So, come on down and camp around at
Reneker,
Consider yourself one of us!

CAMP ROBERT CROWN (to the tune of Titanic)

One day they built this great camp,
they called it Robert Crown.
And when they put it up,
no one could tear it down.
Oh the rain will rain, the sun will shine,
the summer days will pass but we'll still
hail the great Camp Robert Crown.

Chorus:

Oh we are proud. Oh we are proud.
Oh we are proud to be part of Robert Crown.
Oh the great Camp Robert

Crown, Crown, Crown, Crown, (or) Staffmen and Scouts all hail to the shouts, we are proud to be part of Robert Crown.

The day that the Scouts come,
we treat them just like kings,
we fill them up with bug juice,
and teach them Scouting things.
Oh the Staff sing, the Scouts will shout,
as we all cry out and we'll hail
to the great Camp Robert Crown

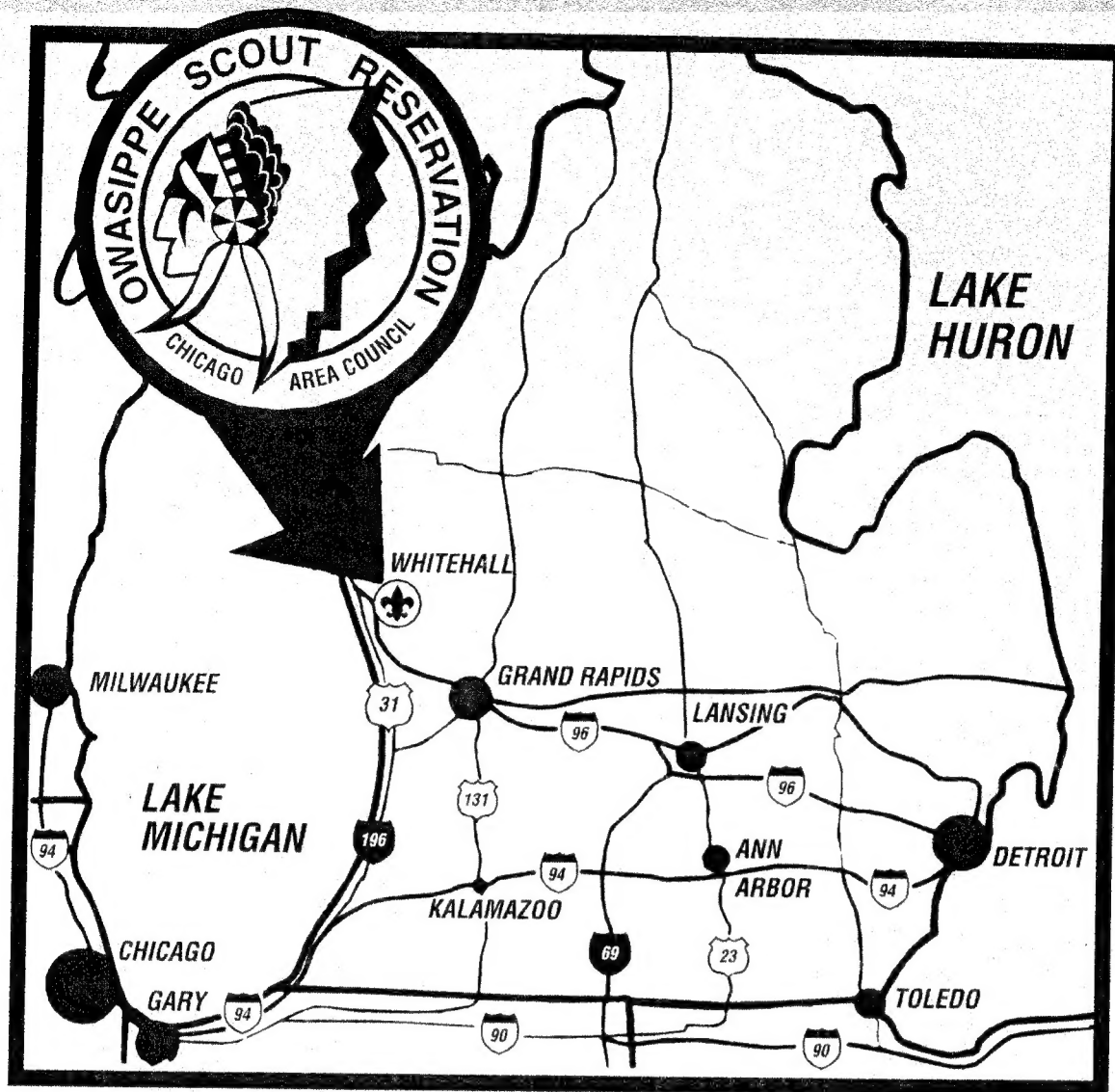
(repeat chorus)

Scouts come to Owasippe.
They camp from year to year.
But those at Robert Crown,
are the finest we have here.
Oh the rain will rain, the sun will shine,
the summer days will pass but we'll still
hail the great Camp Robert Crown.

(repeat chorus)

Cheer:

Mojave! Mojave! (followed by 5 claps)
Mojave! Mojave! (followed by 5 claps)
Mojave! Mojave! (followed by 5 claps)



Directions to the Owasippe Scout Reservation

From Chicago, Wisconsin

I-94 to exit 34 in Michigan; I-196 north to Holland, north on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

Michigan & West;

North on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

From Indianapolis & South:

I-69 to I-94; west to U.S. 131; north to Grand Rapids; I-96 to U.S. 31; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Detroit:

I-96 west past Lansing and Grand Rapids to U.S. 31 at Muskegon; U.S. 31 north to Russell Road exit; turn right on Russell Road, and go 7 miles to Reservation.

From Southeast & East:

Any route north to Ohio Toll Road; west to I-69; I-69 North to I-94; I-94 west U.S. 131; follow same route north given from Indianapolis.